

| L Number | Hits | Search Text | DB | Time stamp |
|----------|-------|---|--------------------|---------------------|
| - | 247 | 703/14.ccor. | USPAT; US-PGPUB | 2002/10/25 10:58 |
| - | 3 | ((("6460174") or ("6240463") or ("5920711")).PN. | USPAT; US-PGPUB | 2002/10/23 08:53 |
| - | 1 | ("6349371").PN. | USPAT; US-PGPUB | 2002/10/23 16:51 |
| - | 65718 | initiator | USPAT; US-PGPUB | 2002/10/23 16:52 |
| - | 7608 | initiator and target | USPAT; US-PGPUB | 2002/10/23 16:52 |
| - | 625 | initiator and target and (integrated adj circuit) | USPAT; US-PGPUB | 2002/10/23 16:53 |
| - | 392 | (initiator and target and (integrated adj circuit)) and request and response | USPAT; US-PGPUB | 2002/10/23 16:54 |
| - | 88 | ((initiator and target and (integrated adj circuit)) and request and response) and arbitration and routing | USPAT; US-PGPUB | 2002/10/23 17:00 |
| - | 41 | ((((initiator and target and (integrated adj circuit)) and request and response) and arbitration and routing) and delay) and queue | USPAT; US-PGPUB | 2002/10/23 16:59 |
| - | 51 | ((((initiator and target and (integrated adj circuit)) and request and response) and arbitration and routing) and delay queue with full with signal | USPAT; US-PGPUB | 2002/10/23 17:00 |
| - | 401 | queue with full with signal | USPAT; US-PGPUB | 2002/10/24 13:00 |
| - | 45 | (queue with full with signal) and (stor\$3 adj request) | USPAT; US-PGPUB | 2002/10/24 13:00 |
| - | 39 | 4682284.URPN. | USPAT | 2002/10/24 13:41 |
| - | 1561 | arbiter same priority | USPAT; US-PGPUB | 2002/10/25 19:22 |
| - | 627 | (arbiter same priority) and table and request and source | USPAT; US-PGPUB | 2002/10/24 14:11 |
| - | 107 | ((arbiter same priority) and table and request and source) and (priority with source) | USPAT; US-PGPUB | 2002/10/24 14:12 |
| - | 28 | ((arbiter same priority) and table and request and source) and (priority with source)) and (priority with table) | USPAT; US-PGPUB | 2002/10/24 14:13 |
| - | 17 | 710/55.ccor. | USPAT; US-PGPUB | 2002/10/25 10:44 |
| - | 200 | 370/466.ccor. | USPAT; US-PGPUB | 2002/10/25 10:44 |
| - | 8570 | packet adj switch\$3 | USPAT; US-PGPUB | 2002/10/25 11:00 |
| - | 486 | (packet adj switch\$3) and (queue with size) | USPAT; US-PGPUB | 2002/10/25 11:02 |
| - | 40 | ((packet adj switch\$3) and (queue with size)) and (address with decode) | USPAT; US-PGPUB | 2002/10/25 11:03 |
| - | 12 | ((packet adj switch\$3) and (queue with size)) and (address with decode)) and lock | USPAT; US-PGPUB | 2002/10/25 19:06 |
| - | 1 | ("5907485").PN. | USPAT; US-PGPUB | 2002/10/25 20:23 |
| - | 1 | ("6134516").PN. | USPAT; US-PGPUB | 2002/10/25 11:52 |
| - | 14 | distributed adj routing adj network | USPAT; US-PGPUB | 2002/10/25 19:08 |
| - | 157 | arbiter with design | USPAT; US-PGPUB | 2002/10/25 19:23 |
| - | 139 | (arbiter with design) and select\$3 | USPAT; US-PGPUB | 2002/10/25 19:24 |
| - | 15 | ((arbiter with design) and select\$3) and (arbitration adj method) | USPAT; US-PGPUB | 2002/10/25 19:25 |
| - | 0 | 5907485.URPN. | USPAT | 2002/10/25 19:47 |
| - | 39 | arbiter with (model simulat\$4) | USPAT; US-PGPUB | 2002/10/25 21:01 |



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The simulation of the non-linear dynamic behavior of distributed routing networks using DECSIM
Nicholas Ilyadis , Peter Drexel , Andrzej Rucinski
Proceedings of the 23rd conference on Winter simulation December 1991

80%
- 2

Performance evaluation of a feedback data flow processor using simulation
C. Retna Dhas
Proceedings of the 1980 international symposium on Computer performance modelling, measurement and evaluation May 1980
This paper presents a method to estimate the performance of a feedback data flow processor using software simulation. A brief overview of a data flow language and a data flow processor along with the conceptual view of a software simulator are described. Numerical measurements of parallelism and resources requirements are obtained by translating high level language programs to data flow language and then executing them on the simulator.

77%
- 3

Dynamic wavelength routing using congestion and neighborhood information
Ling Li , Arun K. Somani
IEEE/ACM Transactions on Networking (TON) October 1999
Volume 7 Issue 5

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Jill M. Boyce , Robert D. Gaglianello
Proceedings of the sixth ACM international conference on Multimedia September 1998
- 2** VirtualClock: a new traffic control algorithm for packet-switched networks 87%

Lixia Zhang
ACM Transactions on Computer Systems (TOCS) May 1991
 Volume 9 Issue 2
 One of the challenging research issues in building high-speed packet-switched networks is how to control the transmission rate of statistical data flows. This paper describes a new traffic control algorithm, VirtualClock, for high-speed network applications. VirtualClock monitors the average transmission rate of statistical data flows and provides every flow with guaranteed throughput and low queueing delay. It provides firewall protection among individual flows, as in a TD ...
- 3** Virtual clock: a new traffic control algorithm for packet switching networks 84%

L. Zhang
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM symposium on Communications architectures & protocols August 1990
 Volume 20 Issue 4
 A challenging research issue in high speed networking is how to control the transmission rate of statistical data flows. This paper describes a new algorithm, VirtualClock, for data traffic control in high-speed networks. VirtualClock maintains the statistical multiplexing flexibility of packet switching while ensuring each data flow its reserved average throughput rate at the same time. The algorithm has been tested through simulation.
- 4** Simulation-based comparisons of Tahoe, Reno and SACK TCP 82%


Kevin Fall , Sally Floyd
ACM SIGCOMM Computer Communication Review July 1996
 Volume 26 Issue 3
 This paper uses simulations to explore the benefits of adding selective acknowledgments (SACK) and selective repeat to TCP. We compare Tahoe and Reno TCP, the two most common reference implementations for TCP, with two modified versions of Reno TCP. The first version is New-Reno TCP, a modified version of TCP without SACK that avoids some of Reno TCP's performance problems when multiple packets are dropped from a window of data. The second version is SACK TCP, a conservative extension of Reno TC ...
- 5** Reliable host-to-host protocols: Problems and techniques 80%

Lawrence L. Garlick , Raphael Rom , Jonathan B. Postel
Proceedings of the fifth data communications symposium September 1977
 Host-to-host protocols capable of supporting internetworking and reliable transmission have been under development for several years. This paper discusses problems and techniques related to one type of reliable protocol, which features end-to-end positive acknowledgement, retransmission, internetwork addressing capabilities, and ordered delivery. The issues of interest are protocol correctness and completeness, protocol efficiency, and complexity of implementation. These will be ...
- 6** The design philosophy of the DARPA internet protocols 80%


D. Clark
ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures and protocols


August 1988
Volume 18 Issue 4


The Internet protocol suite, TCP/IP, was first proposed fifteen years ago. It was developed by the Defense Advanced Research Projects Agency (DARPA), and has been used widely in military and commercial systems. While there have been papers and specifications that describe how the protocols work, it is sometimes difficult to deduce from these why the protocol is as it is. For example, the Internet protocol is based on a connectionless or datagram mode of service. The motivation for this has ...


- 7 H-RMC: a hybrid reliable multicast protocol for the Linux kernel 80%
Philip K. McKinley , Ravi T. Rao , Robin F. Wright
 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)** January 1999


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Vern Paxson
 **IEEE/ACM Transactions on Networking (TON)** June 1999
Volume 7 Issue 3


- 9 End-to-end Internet packet dynamics 80%
Vern Paxson
 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication** October 1997
Volume 27 Issue 4
We discuss findings from a large-scale study of Internet packet dynamics conducted by tracing 20,000 TCP bulk transfers between 35 Internet sites. Because we traced each 100 Kbyte transfer at both the sender and the receiver, the measurements allow us to distinguish between the end-to-end behaviors due to the different directions of the Internet paths, which often exhibit asymmetries. We characterize the prevalence of unusual network events such as out-of-order delivery and packet corruption; di ...

- 10 A reliable and scalable striping protocol 80%
 Hari Adishesu , Guru Parulkar , George Varghese
ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications August 1996
Volume 26 Issue 4
Link striping algorithms are often used to overcome transmission bottlenecks in computer networks. Traditional striping algorithms suffer from two major disadvantages. They provide inadequate load sharing in the presence of variable length packets, and may result in non-FIFO delivery of data. We describe a new family of link striping algorithms that solves both problems. Our scheme applies to any layer that can provide multiple FIFO channels. We deal with variable sized packets ...

- 11 The Tenet real-time protocol suite: design, implementation, and experiences 80%
 Anindo Banerjee , Domenico Ferrari , Bruce A. Mah , Mark Moran , Dinesh C. Verma , Hui Zhang
IEEE/ACM Transactions on Networking (TON) February 1996
Volume 4 Issue 1

- 12 Handover in a micro-cell packet switched mobile network 80%
 Reuven Cohen , Baiju V. Patel , Adrian Segall
Wireless Networks March 1996
Volume 2 Issue 1
This paper proposes a distributed handover protocol for a micro-cell packet switched mobile network. In such a network, users move from one cell to another very often, and each change of location may result in misrouted and lost packets. The purpose of the new protocol is to minimize these consequences of location changes: as long as a mobile moves from one cell to another but stays in the same region, the protocol avoids loss of packets and preserves order of transmission. Thus it increase ...

- 13 The design philosophy of the DARPA Internet Protocols 80%
 David D. Clark
ACM SIGCOMM Computer Communication Review January 1995
Volume 25 Issue 1
The Internet protocol suite, TCP/IP, was first proposed fifteen years ago. It was developed by the Defense Advanced Research Projects Agency (DARPA), and has been used widely in military and commercial systems. While there have been papers and specifications that describe how the protocols work, it is sometimes difficult to deduce from these why the protocol is as it is. For example, the Internet protocol is based on a connectionless or datagram mode of service. The motivation for this has been ...

- 14 Transport protocol processing at GBPS rates 77%
 N. Jain , M. Schwartz , T. Bashkow
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM symposium on Communications architectures & protocols August 1990
Volume 20 Issue 4
This paper proposes an architecture for accomplishing transport protocol processing at Gbps rates. The limitations of currently used transport protocols have been analyzed extensively in recent literature. Several benchmark studies have established the achievable throughput of ISO TP4 and TCP to be in the low Mbps range; several new protocols and implementation techniques have been proposed to achieve 100 Mbps and higher throughput rates. We briefly review some of these protocols and establ ...

- 15 Datapac X.25 service characteristics 77%



A. M. Rybczynski , D. F. Weir

Proceedings of the fifth data communications symposium September 1977

Datapac is a nation-wide public packet switching data communications network operated by the Trans-Canada Telephone System. Datapac, as other networks being developed around the world, allows terminals to access its services by using a standard interface: CCITT Recommendation X.25. Recommendation X.25 defines a set of conventions governing the manner in which packet terminals format control information and data into packets, establish, maintain and clear calls, and manage the transmission a ...

16 A case study of DECnet applications and protocol performance

77%



D.-M. Chiu , R. Sudama

Proceedings of the 1988 ACM SIGMETRICS conference on Measurement and modeling of computer systems May 1988

This paper is a study based on measurements of network activities of a major site of Digital's world-wide corporate network. The study yields two kinds of results: (1) DECnet protocol performance information and (2) DECnet session statistics. Protocol performance is measured in terms of the various network overhead (non-data) packets in routing, transport and session layers. From these protocol performance data, we are able to review how effective various network protocol optimizations are; ...

17 NETBLT: a high throughput transport protocol

77%



D. D. Clark , M. L. Lambert , L. Zhang

ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology August 1987

Volume 17 Issue 5

18 Session: Applying high-level language paradigms to distributed systems

77%



Ellen H. Siegel

Proceedings of the 5th workshop on ACM SIGOPS European workshop: Models and paradigms for distributed systems structuring September 1992

We demonstrate the benefits of applying high-level language paradigms to the design and implementation of communications software for distributed systems. We focus on a set of language mechanisms including modularity and first class functions. We discuss three case studies: a remote procedure call system, a distributed Linda system, and a protocol processing system. The qualitative and quantitative benefits of such a structured use of high-level language mechanisms are analyzed and applied as th ...

19 Optimal VLSI circuits for sorting

77%



Richard Cole , Alan Siegel

Journal of the ACM (JACM) October 1988

Volume 35 Issue 4

This work describes a large number of constructions for sorting N integers in the range $[0, M - 1]$, for $N \leq M \leq N^2$, for the standard VLSI bit model. Among other results, we attain: VLSI sorter constructions that are within a constant factor of optimal size, for all M and almost all running times T . a ...

20 A new switch chip for IBM RS/6000 SP systems

77%



Craig B. Stunkel , Jay Herring , Bulent Abali , Rajeev Sivaram

Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM) January 1999

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| 21 Supporting video in heterogeneous mobile environments Nicholas Yeadon , Nigel Davies , Adrian Friday , Gordan Blair Proceedings of the 1998 ACM symposium on Applied Computing February 1998 | 77% |
| 22 Who Is At the Door Douglas L. Stewart , P. Tobin Maginnis , Thomas Simpson Linux Journal January 1997 The SYN Denial of Service: What SYN really is, why it's needed in TCP/IP, why the denial of service attack works and how to prevent it | 77% |
| 23 The effects of asymmetry on TCP performance Hari Balakrishnan , Randy H. Katz , Venkata N. Padmanbhan Mobile Networks and Applications October 1999 Volume 4 Issue 3 In this paper, we study the effects of network asymmetry on end-to-end TCP performance and suggest techniques to improve it. The networks investigated in this study include a wireless cable modem network and a packet radio network, both of which can form an important part of a mobile ad hoc network. In recent literature (e.g., [18]), asymmetry has been considered in terms of a mismatch in bandwidths in the two directions of a data transfer. We generalize this notion of bandwidth asymmetry t ... | 77% |
| 24 A simple approximation to minimum-delay routing Srinivas Vutukury , J. J. Garcia-Luna-Aceves ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication August 1999 Volume 29 Issue 4 The conventional approach to routing in computer networks consists of using a heuristic to compute a single shortest path from a source to a destination. Single-path routing is very responsive to topological and link-cost changes; however, except under light traffic loads, the delays obtained with this type of routing are far from optimal. Furthermore, if link costs are associated with delays, single-path routing exhibits oscillatory behavior and becomes unstable as traffic loads increase. On th ... | 77% |
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- 28 Fast and scalable wireless handoffs in supports of mobile Internet audio** 77%
 Ramón Cáceres , Venkata N. Padmanabhan
Mobile Networks and Applications December 1998
 Volume 3 Issue 4
 Future internetworks will include large numbers of portable devices moving among small wireless cells. We propose a hierarchical mobility management scheme for such networks. Our scheme exploits locality in user mobility to restrict handoff processing to the vicinity of a mobile node. It thus reduces handoff latency and the load on the internetwork. Our design is based on the Internet Protocol (IP) and is compatible with the Mobile IP standard. We also present experimental results for the I ...
- 29 A real-time scalable software video codec for collaborative applications over packet networks** 77%
 J. Hartung , A. Jacquin , J. Pawlyk , K. L. Shipley
Proceedings of the sixth ACM international conference on Multimedia September 1998
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 John M. Schnizlein
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- 32 Performance evaluation of connection rerouting schemes for ATM-based wireless networks** 77%
 Ramachandran Ramjee , Thomas F. La Porta , Jim Kurose , Don Towsley
IEEE/ACM Transactions on Networking (TON) June 1998
 Volume 6 Issue 3
- 33 Improving TCP throughput over two-way asymmetric links: analysis and solutions** 77%
 Lampros Kalampoukas , Anujan Varma , K. K. Ramakrishnan
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1998 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems June 1998
 Volume 26 Issue 1
 The sharing of a common buffer by TCP data segments and acknowledgments in a network or internet has been known to produce the effect of *ack compression*, often causing dramatic reductions in throughput. We study several schemes for improving the performance of two-way TCP traffic over asymmetric links where the bandwidths in the two directions may differ substantially, possibly by many orders of magnitude. These approaches reduce the effect of ack compression by carefully controlling the ...
- 34 Reliable message delivery and conditionally-fast transactions are not possible without accurate clocks** 77%
 Mark A. Smith
Proceedings of the seventeenth annual ACM symposium on Principles of distributed computing June 1998
- 35 A reliable multicast framework for light-weight sessions and application level framing** 77%
 Sally Floyd , Van Jacobson , Ching-Gung Liu , Steven McCanne , Lixia Zhang
IEEE/ACM Transactions on Networking (TON) December 1997
 Volume 5 Issue 6
- 36 A simulation study of IP switching** 77%
 Steven Lin , Nick McKeown
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication October 1997
 Volume 27 Issue 4
 Recently there has been much interest in combining the speed of layer-2 switching with the features of layer-3 routing. This has been prompted by numerous proposals, including: IP Switching [1], Tag Switching [2], ARIS [3], CSR [4], and IP over ATM [5]. In this paper, we study IP Switching and evaluate the performance claims made by Newman et al in [1] and [6]. In particular, using ten network traces, we study how well IP Switching performs with traffic found in campus, corporate, and Internet S ...
- 37 The effects of asymmetry on TCP performance** 77%
 Hari Balakrishnan , Venkata N. Padmanabhan , Randy H. Katz
Proceedings of the third annual ACM/IEEE international conference on Mobile computing and networking September 1997
- 38 Routing high-bandwidth traffic in max-min fair share networks** 77%
 Qingming Ma , Peter Steenkiste , Hui Zhang
ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications August 1996
 Volume 26 Issue 4
 We study how to improve the throughput of high-bandwidth traffic such as large file transfers in a network where resources are fairly shared among connections. While it is possible to devise priority or reservation-based schemes that give high-bandwidth traffic preferential treatment at the expense of other connections, we focus on the use of routing algorithms that improve resource allocation

while maintaining max-min fair share semantics. In our approach, routing is closely coupled with conges ...

39 Fast and scalable handoffs for wireless internetworks

77%



Ramón Cáceres , Venkata N. Padmanabhan

Proceedings of the second annual international conference on Mobile computing and networking November 1996**40 Design and analysis of frame-based fair queueing: a new traffic scheduling algorithm for packet-switched networks** 77%

Dimitrios Stiliadis , Anujan Varma

ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1996 ACM SIGMETRICS international conference on Measurement and modeling of computer systems May 1996

Volume 24 Issue 1

In this paper we introduce and analyze *frame-based fair queueing*, a novel traffic scheduling algorithm for packet-switched networks. The algorithm provides end-to-end delay bounds identical to those of PGPS (packet-level generalized processor sharing), without the complexity of simulating the fluid-model system in the background as required in PGPS. The algorithm is therefore ideally suited for implementation in packet switches supporting a large number of sessions. We present a simple im ...

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41 Videoconferencing on the Internet

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Thierry Turetletti , Christian Huitema

IEEE/ACM Transactions on Networking (TON) June 1996

Volume 4 Issue 3

42 NIFDY: a low overhead, high throughput network interface

77%



Timothy Callahan , Seth Copen Goldstein

ACM SIGARCH Computer Architecture News , Proceedings of the 22nd annual international symposium on Computer architecture May 1995

Volume 23 Issue 2

In this paper we present NIFDY, a network interface that uses admission control to reduce congestion and ensures that packets are received by a processor in the order in which they were sent, even if the underlying network delivers the packets out of order. The basic idea behind NIFDY is that each processor is allowed to have at most one outstanding packet to any other processor unless the destination processor has granted the sender the right to send multiple unacknowledged pa ...

43 Are crossbars really dead?: the case for optical multiprocessor interconnect systems

77%



Andreas G. Nowatzky , Paul R. Prucnal

ACM SIGARCH Computer Architecture News , Proceedings of the 22nd annual international symposium on Computer architecture May 1995

Volume 23 Issue 2

Crossbar switches are rarely considered for large, scalable multiprocessor interconnect systems because they require $O(n^2)$ switching elements, are difficult to control efficiently and are hard to implement once their size becomes too large to fit on one integrated circuit. However these problems are technology dependent and a recent innovation in fiber optic devices has led to a new implementation of crossbar switches that does not share these problems while retaining the full advanta ...

44 A reliable multicast framework for light-weight sessions and application level framing

77%



Sally Floyd , Van Jacobson , Steve McCanne , Ching-Gung Liu , Lixia Zhang

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication October 1995

Volume 25 Issue 4

This paper describes SRM (Scalable Reliable Multicast), a reliable multicast framework for application level framing and light-weight sessions. The algorithms of this framework are efficient, robust, and scale well to both very large networks and very large sessions. The framework has been prototyped in wb, a distributed whiteboard application, and has been extensively tested on a global scale with sessions ranging from a few to more than 1000 participants. The paper describes the principles tha ...

45 Log-based receiver-reliable multicast for distributed interactive simulation

77%













Hugh W. Holbrook , Sandeep K. Singhal , David R. Cheriton

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication October 1995

Volume 25 Issue 4

Reliable multicast communication is important in large-scale distributed applications. For example, reliable multicast is used to transmit terrain and environmental updates in distributed simulations. To date, proposed protocols have not supported these applications' requirements, which include wide-area data distribution, low-latency packet loss detection and recovery, and minimal data and management over-head within fine-grained multicast groups, each containing a single data source. In this pa ...

- 46 Security issues with TCP/IP** 77%
 Renqi Li , E. A. Unger
ACM SIGAPP Applied Computing Review June 1995
 Volume 3 Issue 1
 An introduction to network security , basic definitions and a brief discussion of the architecture of TCP/IP as well as the Open System Interconnection(OSI) Reference Model open the paper. The relationship between TCP/IP and of some OSI layers is described. An indepth look is provided to the major protocols in TCP/IP suite and the security features and problems in this suite of protocols. The security problems are discussed in the context of the protocol services.
- 47 Recoverable sequence transmission protocols** 77%
 Ewan D. Tempero , Richard E. Ladner
Journal of the ACM (JACM) September 1995
 Volume 42 Issue 5
 We consider the sequence transmission problem, that is, the problem of transmitting an infinite sequence of messages $x_1x_2x_3\ldots$ over a channel that can both lose and reorder packets. We define performance measures, ideal transmission cost and recovery cost, for protocols that solve the sequence transmission problem. Ideal transmission cost measures the number of packets needed to deliver x_n ...
- 48 Planar-adaptive routing: low-cost adaptive networks for multiprocessors** 77%
 Andrew A. Chien , Jae H. Kim
Journal of the ACM (JACM) January 1995
 Volume 42 Issue 1
 Network throughput can be increased by allowing multipath, adaptive routing. Adaptive routing allows more freedom in the paths taken by messages, spreading load over physical channels more evenly. The flexibility of adaptive routing introduces new possibilities of deadlock. Previous deadlock avoidance schemes in k -ary n -cubes require an exponential number of virtual channels. We describe a family of deadlock-free routing algorithms, called planar-ad ...
- 49 Specification and analysis of the SNR high-speed transport protocol** 77%
 Gilbert M. Lundy , H. Alphan Tipici
IEEE/ACM Transactions on Networking (TON) October 1994
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- 50 Signaling and operating system support for native-mode ATM applications** 77%
 R. Sharma , S. Keshav
ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications October 1994
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 Applications communicating over connectionless networks, such as IP, cannot obtain per-connection Quality of Service (QoS) guarantees. In contrast, the connection-oriented nature of the ATM layer and its per-virtual-circuit QoS guarantees are visible to a native-mode ATM application. We describe the design and implementation of operating system and signaling support for native-mode applications, independent of the semantics of the protocol layers or of the signaling protocol ...
- 51 Performance of hypercube routing schemes with or without buffering** 77%
 Emmanouel A. Varvarigos , Dimitri P. Bertsekas
IEEE/ACM Transactions on Networking (TON) June 1994
 Volume 2 Issue 3
- 52 Why TCP timers don't work well** 77%
 L. Zhang
Proceedings of the ACM SIGCOMM conference on Communications architecture & protocols September 1986
 Repeated observation of TCP retransmission timer problems stimulated investigation into the roles and limitations of timers. Timers are indispensable tools in building up reliable distributed systems. However, as the experience with the TCP retransmission timer has shown, timers have intrinsic limitations in offering optimal performance. Any timeout based action is a guess based on incomplete information, and as such is bound to be non-optimal. We conclude that, if we aim at high performance ...
- 53 A language-based approach to protocol implementation** 77%
 Mark B. Abbott , Larry L. Peterson
IEEE/ACM Transactions on Networking (TON) February 1993
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- 54 An adaptive congestion control scheme for real-time packet video transport** 77%
 Hemant Kanakia , Partho P. Mishra , Amy Reibman
ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures, protocols and applications October 1993
 Volume 23 Issue 4
- 55 Observing TCP dynamics in real networks** 77%
 Jeffrey C. Mogul
ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols October 1992

Volume 22 Issue 4

The behavior of the TCP protocol in simple situations is well-understood, but when multiple connections share a set of network resources the protocol can exhibit surprising phenomena. Earlier studies have identified several such phenomena, and have analyzed them using simulation or observation of contrived situations. This paper shows how, by analyzing traces of a busy segment of the Internet, it is possible to observe these phenomena in "real life" and measure both their frequ ...

56 Image transfer: an end-to-end design

77%



Charles J. Turner , Larry L. Peterson

ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols October 1992

Volume 22 Issue 4

The transfer of digital images between data archives and scientific workstations is likely to consume a significant amount of network bandwidth in the very near future. This paper examines the image transfer problem from an end-to-end perspective, that is, it describes a complete image transfer protocol that takes into account both the nature of digital imagery and the properties of the underlying network. Specifically, it describes a simple algorithm for encoding images into network packet ...

57 A language-based approach to protocol implementation

77%



Mark B. Abbott , Larry L. Peterson

ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols October 1992

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Morpheus is special-purpose programming language that facilitates the efficient implementation of communication protocols. Protocols are divided into three categories, called shapes, so that they can inherit code and data structures based on their category; the programmer implements a particular protocol by refining the inherited structure. Morpheus optimization techniques reduce per-layer overhead on time-critical operations to a few assembler instructions even though the ...

58 Multi-level specification and protocol design for distributed multimedia communication

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Taieb F. Znati , Yi Deng , Brian Field , Shi-Kuo Chang

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| | | | | |
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| - | 264 | scheduler with (model simulat\$4) | USPAT; US-PGPUB | 2002/10/25 21:01 |
| - | 160 | (scheduler with (model simulat\$4)) and delay | USPAT; US-PGPUB | 2002/10/25 21:03 |
| - | 143 | (scheduler with (model simulat\$4)) and delay and select\$4 | USPAT; US-PGPUB | 2002/10/25 21:06 |
| - | 200 | 716/18.ccor. | USPAT; US-PGPUB | 2002/10/28 10:21 |
| - | 9 | 370/459.ccor. | USPAT; US-PGPUB | 2002/10/28 11:45 |
| - | 83 | 700/3.ccor. | USPAT; US-PGPUB | 2002/10/28 11:45 |
| - | 461 | ordering near (packet cell) | USPAT; US-PGPUB | 2002/10/28 12:12 |
| - | 26 | (ordering near (packet cell)) and (initiator requester)and (recipient target) | USPAT; US-PGPUB | 2002/10/28 12:13 |